Forward

Cyberdrome is a first-person 3D cyberspace simulator that takes you into a computer-generated world controlled by a virus-mutated supervisor program called CJER.

The CyberForce Academy has been training pilots in computer-warfare for many years now, and their unique hands-on training method has proven successful in our continuing war against CJER's forces. Now, after many months of effort, it is finally possible to bring this training method home to your personal computer.

Cyberdrome is a real-time interactive training simulation that is designed to be played equally well by either a single pilot or two pilots using separate computers linked by direct-connection or modem. All elements of single-pilot mode are active in two-pilot / two-computer mode. The environment simulated is based on the real Cyberdrome, and includes as many elements of "virtual reality" as is possible in a personal computer.

Cyberdrome combines the realism of a "normal" flight simulator with the action and strategy of a two-player arcade game, plus the exploration and problem-solving of a "dungeon" game. Six Mission Levels allow for novice to advanced training, and a special randomizer makes every Mission unique.

Every aspect of CJER's most recent attack strategies have been studied thoroughly and then incorporated into this simulation. **This is not a game!** You will be exploring Memory-Mines and fighting actual Predator-Class Attack-Programs modeled after the real ones encountered by Cybernauts every day. Operating this Simulator is so close to the feeling of being inside a real TRACER, it has received the approval of the TRACER Pilots Association.

Today the Academy is in desperate need of skilled pilots. Patrolling the growing boundaries of the IPZ will require hundreds of Cybernauts, and the skills required to operate a TRACER, as well as fight intelligent attack programs, are not found in everyone. Tests have shown that computer-game and video-game players possess the right combination of hand-eye coordination and creative problem solving skills required to be successful TRACER Pilots. It is hoped that through PC-based simulators like this one, future pilots can train at home, and perhaps one day be selected to join the ranks of the CyberForce.

Joseph Rhea and David Rhea

Creators of Cyberdrome

Founders of the CyberForce Academy

Mission Briefing: Computer War

Your Assignment: You have been assigned the Alpha-Gamma Clusters along the Eastern Boundary of the Infected-Program Zone, where a new outbreak of CJER's viral attack programs have been identified. Your mission is to clean up these Clusters before CJER's forces can spread across the IPZ border. CJER has established 3 Memory-Mining Bases in the Sectors surrounding each Cluster's CommPort. The first level Base should be open when you arrive; inside it contains a Transmitter which must be deleted in order to gain the Access-Code required to open Base-2. Deleting the Transmitter in Base-2 will give you access to Base-3. In Base-3 you will find CJER's Replicator Program which controls all activity in the Cluster. If you delete the Replicator and make it back to your CommPort with its Access-Code, that Cluster will be permanently **secured**.

Interface: Using your computer, you will be in control of a TRACER program construct, which will be your link to the Cyberdrome Matrix. When you begin, you will find yourself digitized "inside" the Sub-Grid Base of a newly activated CommPort (your Fuel Ship (or Team partner) will be digitized near you). Your CommPort Transmitter, which shows up on your Zone Scanner, is to the "North". To exit the CommPort, locate an Exit-Gate (a Flashing Cell near your beam-down point), and drive through it; you will then be up on the Memory-Grid.

Charge Cycle: CJER's current strategy is to use gigantic "Predator-Class" Programs to attack our CommPorts. Since these programs are too large and powerful to operate continuously on the Grid, CJER has modified the IPZ Clusters to operate on a "Charge/Attack" cycle. The Charge Cycle begins the moment your CommPort is opened, and during this period, the Predator Programs will be slowly charging up for their assault on your CommPort. Use this time to go out and search for the first of CJER's three Memory-Mining Bases. A Memory-Mine is an area where CJER's forces have mined the data stored there, and is accessible through a surface opening. It will be located in one of the outer War-Zone Sectors (see Cyberdrome Maps). On the Grid, pressing your Gate-Access Key will tell you the Sector location of the currently open Base (see Keyboard Layout). During the Charge Cycle these surface openings are protected by Seekers and Raiders. Seekers are energy-seeking missile programs and Raiders are small fighter-class programs modeled after our TRACERs. While Seekers have limited range, Raiders do not; they will track you anywhere on the Grid, and are small enough to draw their energy directly from the Grid

Inside a Memory-Mining Base A Memory-Mining Base consists of a maze of mining tunnels cut in and around one of Cyberdrome's Central Processing Arenas. The Arenas are used by CJER's forces to control the attack against the CommPort in that Cluster. The first two Bases each contain a Transmitter similar to the one in your CommPort Base. Each Transmitter contains an "Access-Code" which, when deleted, will give you access the next Base. Transmitters show up on your Zone Scanner

as a flashing red dot, and will be protected by locked Security Gates. To open these Gates, you must find Key-Cubes which will be hidden in the tunnels. Passing over a Key-Cube will load it into your inventory. Now you can open a Security Gate by hovering in a cell directly in front of the Gate, and then press your "Gate-Access" button (see Keyboard Layout).

After you are through all Security Gates, locate the Transmitter. Firing your Vertical Pulsar once at the Transmitter up close will delete it, and its Access Code will be automatically down-linked to your TRACER. Transmitter deletion will cause the entire base to **overload and self-delete**, so you'll only a few seconds to find an Exit-Gate and get out of the base. If you make it out in one piece, you are instructed to return your Access-Code to your CommPort Transmitter. Driving your TRACER in to the Transmitter will link you with CyberControl, who will use the code to open the Gate to the next Base.

Base 3: If you make it through Bases 1 and 2, you will now be going after CJER's Replicator Program located in Base-3. Although the Replicator does not show up on your Zone Scanner (it is shielded), it is easy to find since it's located inside the Base's Central Processing Arena. Multiple blasts from your Vertical Pulsar will delete the Replicator, and you will receive its Access-Code. When the Base deletes, CJER's control in that region will be destroyed. Although the Replicator will be easy to locate, you will still need to find Key-Cubes, because there are Security Gates between the Arena and the closest Exit-Gates. If you don't open them before blowing the Replicator, you will be locked inside when the Base deletes itself, and the massive feedback will drain not only all of your TRACER's energy, but it's Protected Interface Power as well, and your program will be deleted from the system. If you do make it out in one piece, **don't quit now**; you must return the Replicator's Access-Code to your CommPort Transmitter for the area to be permanently secured against CJER's forces. You will then exit the simulation and be rewarded with an official CyberForce Rank based on your performance and Mission Level. You would now be qualified to take on the next Mission.

Attack Cycle: Shortly before the end of the Virus Charge Cycle, the Time Warning Light will start flashing on your TRACER's upper front panel. This means that the Virus Attack Cycle will be starting shortly. When the Attack Cycle begins, a Predator-Class Attack Program will be generated somewhere near the outer edge of Sector-5. Predators are programed to move directly toward your Port and nothing you can do will distract them from this goal. They are protected by Seekers, and although they are heavily shielded, we have discovered that while they are moving, there is a slight delay in their shield-compensation algorithm, which gives them a slight decrease in their forward shielding. This is their **only** weak spot! Firing your Vertical Pulsars repeatedly at a Predator's "face" up close while it approaches you will delete it. If you delete the Predator, another one will be generated and will begin its long walk toward your Base. This will go on for the duration of the Attack Cycle. If one of the Predators reaches your CommPort, it will stop (making it impossible to kill) and then deposit a Mole program into your Base. The Mole is a Memory-eating program that is coded to eat its way through your base's Memory in search of your Transmitter. Moles can only be stopped with Thermites (they must "eat" them), or by repeated Vertical Pulsar blasts to their sides. But be warned; as soon as you delete the Mole, the Predator up on the Grid will launch another one. This will go on until the Attack cycle ends; then the Predator will run out of energy and be deleted. The Mole is powered by the Memory it consumes, and will continue to destroy your base until you delete it. If the Mole reaches your Transmitter before you can stop it, your CommPort will be destroyed, and CJER will have won yet another victory.

Mission Briefing: Computer Game

Since the original Cyberdrome Game was designed to be played pilot-against-pilot, you must be in **2-Pilots / 2-Computers** Mode to participate in this Training Game. If you are a Solo Pilot, we hope you can find a partner so that you can try out this Game (it will be worth the effort). There are two main events in the game of Cyberdrome: one is a form of stock-car racing where you get to shoot your opponents, called simply "The Race", and the other is a sporting event called "Cyber-Tag", which combines elements of soccer, demolition derby and basic computer warfare tactics. Since the War broke out, the Games have been discontinued, so we have set up a Free Cluster where Team Pilots can practice their skills against each other, without any of CJER's programs to get in the way. This is an unmonitored Game (there are no Referees), so you two will be on your own. When you "beam down", you'll notice that your CommPort Base is laid out quite differently than the War-Zone Bases you might be used to. Take your time to look around. There is no time-limit; the War will always be there (unfortunately).

The Race:

From your beam-down locations inside your Base, travel South down the central tunnel. You will pass through several Green-rimmed Cells (Open Gates). When you get to an intersection (ahead of you is a Charger), turn to your right. You are now inside The Race Course (see "Memory Maps").

The Object of The Race is simple; the first one around the course wins 5 Game-Points (Scores for both pilots are shown on your Cockpit's Right-Side Panel).

The Rules of The Race are even simpler: there are **none**. How you get around the course and what you do to the other player along the way is up to each of you. You can shoot each other, drop off Thermites in front of each other, use your Gravity Fields to slow each other down, or ram each other; it's all fair in The Race. When you think you've had enough, travel North back up the central Hallway to your beam-down points.

Cyber-Tag:

The moment you exit your CommPort Base, Cyber-Tag is officially started.

The Object of Cyber-Tag is similar to fighting in a real War-Zone; there is a "fake" Memory-Mine located in one of the Outer Sectors and you must get inside and delete its "Transmitter" and return the Access-Code to your CommPort Transmitter to win (the location of the Mine will be displayed on your Message Display when you exit your Base). There are no Attack Programs or Raiders to get in your way in Cyber-Tag; only your opponent! Like in a real Memory-Mine, a Key-Cube will be hidden randomly somewhere in one of the mine's tunnels. Find the Key and open the Gates protecting the Transmitter. The player who Blasts the Transmitter wins 10 Game Points. Now the real battle begins, because your opponent can steal your Access-Code from your TRACER simply by **ramming** you when he has his Gravity-Field on. It will be a real challenge to see who is able to return the Code back to your base. Returning the Access-Code to your Transmitter wins you 5 Game Points and reformats
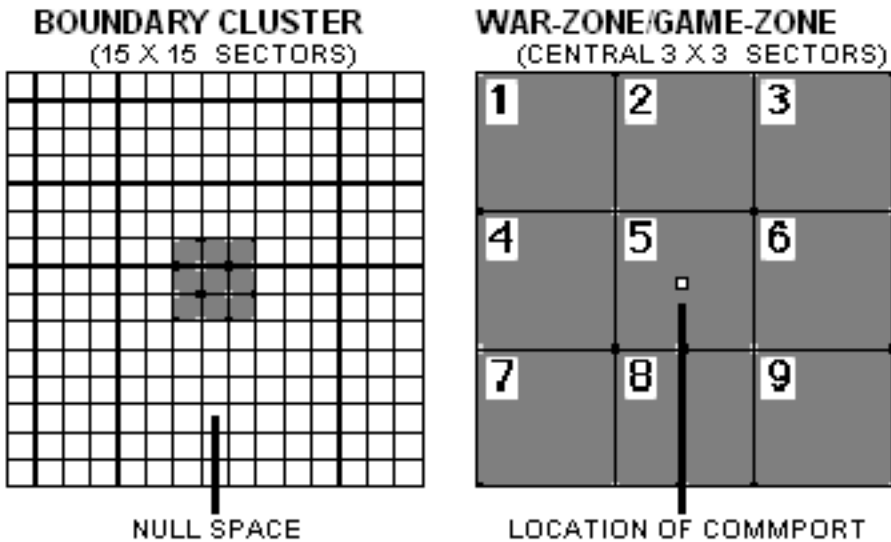
both of your ships (fueled-up and ready to go). Another Mine will be opened, so you can try it all over again.

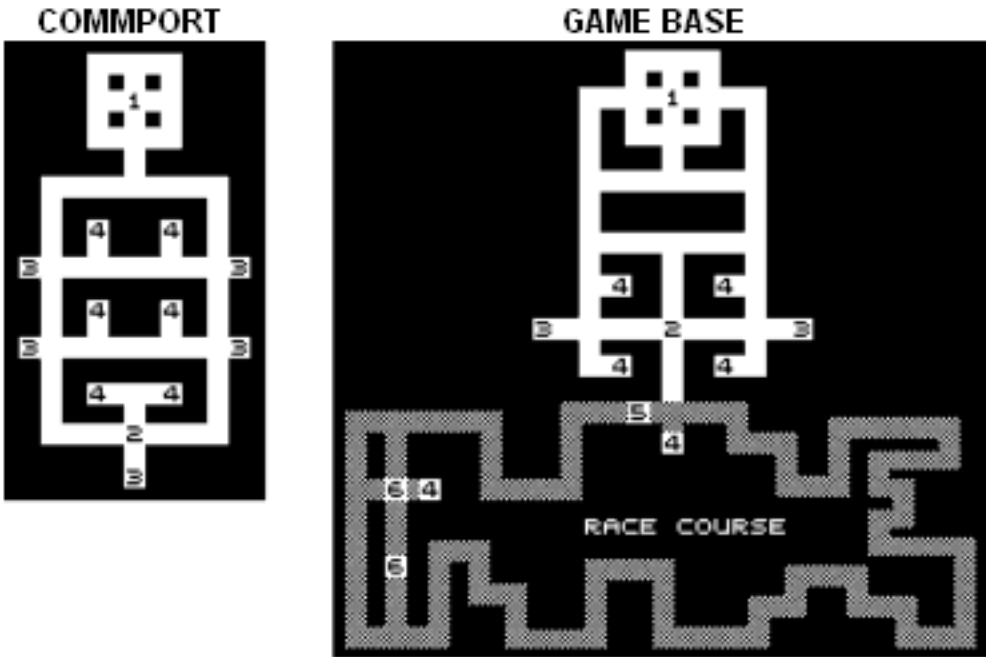**The Rules** of Cyber-Tag are similar to The Race; there are **none**.

Just have fun, and remember, **it's only a Game!**

Mission Briefing: Base Maps

GRID MAPS

BOUNDARY CLUSTER
(15 X 15 SECTORS)

WAR-ZONE/GAME-ZONE
(CENTRAL 3 X 3 SECTORS)

1	2	3
4	5	6
7	8	9

NULL SPACE

LOCATION OF COMMPORT

SUB-GRID BASE MAPS

COMMPORT

GAME BASE

RACE COURSE

1 = TRANSMITTER   2 = ENTRANCE-GATE   3 = EXIT-GATE
4 = PROGRAM CHARGER   5 = RACE START/FINISH   6 = DECISION GATE

Hardware Requirements

Computer Systems Supported: (1-MByte free RAM required)

　　520 ST, STe, 1040 ST, STe, Mega ST, STe, TT030, Falcon

Monitor: Color

HARDWARE REQUIRED FOR TEAM MODE:

Direct Connection: Shielded RS-232 (Null Modem) cable with two female DB-25 (25 pin) connectors.

Modem Connection: 1200 to 9600 baud modem that is compatible

with BellÒ industry standards and HayesÒ AT command-set.

Loading Cyberdrome

ONE - DISK VERSION (DOUBLE SIDED):

1. Insert Cyberdrome Disk and reset your computer (cold boot).

2. Leave Disk in drive during simulation; it will be accessed periodically.

3. Follow **Interface Setup** instructions.

TWO - DISK VERSION (SINGLE SIDED):

1. Insert Cyberdrome Disk-1 and reset your computer (cold boot).

2. Insert Cyberdrome Disk-2 when prompted by software.

3. Leave Disk-2 in drive during simulation; it will be accessed periodically.

4. Follow **Interface Setup** instructions.

NOTES FOR MODEM AND DIRECT CONNECTION USE:

Before booting computers, connect computers together with a null-modem cable (direct connect), or

connect your computer to a modem and turn it on. Then follow **Interface Setup** instructions for Two Pilots / Two Computers.

Interface Setup

The **Cyberdrome TRACER Simulator** is modeled after the training program used by the CyberForce Academy. It is designed to be challenging to both Solo Pilots and 2-Pilot Teams , although many of the "virtual reality" elements of the simulation can only be experienced in Team Mode. Also, the upper level missions are almost impossible to complete without the assistance of another TRACER. After the program boots up, you will be asked the following question;

ENTER NUMBER OF PILOTS ENTERING Cyberdrome:

1 = 1-PILOT / 1-COMPUTER

2 = 2-PILOTS / 2-COMPUTERS

1-Pilot / 1-Computer (Solo Mode)

Select this option if you want to enter Cyberdrome on your own. You will be transported to an active CommPort in one of the IPZ Boundary Clusters to do battle with CJER's forces. A Fuel-Ship will be cruising around Sector-5 in case you need refueling. See **Mission Briefing - Computer War** for instructions.

You will then be asked the following questions before beginning;

ENTER YOUR INTERFACE COMPUTER'S CPU SPEED:

1 = 8 MHz to 12 MHz (Atari ST, Mega ST, etc.)

2 = 16 MHz to 20 MHz (Atari STe, Mega STe, etc.)

3 = 32 MHz or faster (Atari TT030, Falcon. etc.)

SELECT MISSION LEVEL:

1 = LOW-LEVEL BANTAM INFECTION

2 = LOW-LEVEL SPIDER INFECTION

3 = LOW-LEVEL MANTIS INFECTION

4 = HIGH-LEVEL BANTAM INFECTION

5 = HIGH-LEVEL SPIDER INFECTION

6 = HIGH-LEVEL MANTIS INFECTION

2-Pilots / 2-Computers (Team Mode)

Select this option if you and another person want to enter Cyberdrome as a Team; each of you piloting your TRACERs from your own computer. In Team Mode, you have the option to fight along side your partner in the **Computer War**, or compete against each other in a **Training Game**.

You will be asked the following questions;

SELECT YOUR COMMUNICATION MODE:

1 = DIRECT CONNECTION

Setup for direct-connection. Connect an RS-232 (Null Modem) cable

between the computer's modem (or serial) ports before continuing.

2 = MODEM CONNECTION

This option will allow you to interface with other Cybernauts using a

modem. Connect modem and turn it on, making sure that it is plugged

into a phone jack. You will then be asked the following questions;

SELECT MODEM BAUD RATE:

1 = 1200 BAUD

2 = 2400 BAUD

3 = 9600 BAUD

Make sure both computers are running at the same baud rate.

SELECT YOUR COMMUNICATION ACTION:

1 = CALL PHONE

If selected, you will be asked to enter the phone number you

want to call. NOTE: You MUST enter a **Dialing Code**

before entering the telephone number. Dialing Codes are;

ATDT (then phone number) for a Tone (push button) phone,

ATDP (then phone number) for a Pulse (rotary dial) phone.

Example: to call 555-1212 enter ATDT5551212 then

press <RETURN>; the number should then be dialed for you.

If nothing happens, press the <ESC> key to terminate the call,

check all connections, then redial the number. When you are

connected, enter a "**.**" (period) to continue the Interface Setup.

2 = ANSWER PHONE

If selected, you will be informed to wait for your partner to call

you. When connected, press <RETURN> to continue Setup.

SELECT YOUR IDENTIFICATION CODE:

1 = CYBER-1 (One pilot select '1', the other select '2')

2 = CYBER-2 (One pilot select '2', the other select '1')

ENTER YOUR INTERFACE COMPUTER'S CPU SPEED:

1 = 8 MHz to 12 MHz (Atari ST, Mega ST, etc.)

2 = 16 MHz to 20 MHz (Atari STe, Mega STe, etc.)

3 = 32 MHz or faster (Atari TT030.)

SELECT YOUR TEAM INTERFACE MODE:

1 = COMPUTER WAR

This option will let you and your partner take on one of the higher

Mission Levels as described in the Setup description for Solo-Mode.

See **Mission Briefing - Computer War** for instructions.

2 = TRAINING GAME

This option will let you and your partner train in a Free Sector by

playing a version of the Original Cyberdrome Game.

See **Mission Briefing - Computer Game** for instructions.

TRACER

In order to move about inside the Cyberdrome Matrix, your computer must first be interfaced with a virtual-vehicle simulation program. Since you're going to be there to fight the mutated programs living inside, you need a vehicle program designed for speed as well as heavy combat. Introducing the pride of the CyberForce; **The TRACER!**

TRACER Technical Specifications

TRACER stands for **T**actical **R**ealtime **A**rmored **C**yberdrome **E**nforcement **R**outine. The TRACER is modeled after a light-armored magnetic-lift vehicle and is equipped with the latest in program-deletion weaponry, as well as some of the most advanced defensive subroutines ever made. It is capable of

altering its physical configuration between Armor Mode (double shielding) and Hyper Mode (maximum speed of 400 mph!). The TRACER contains a small amount of Protected Interface Power, which keeps it from being deleted if it runs out of energy. The TRACER can **only** be deleted if it is caught in a Sub-Grid Replicator deletion (explained later). The TRACER is a digital ship, and it was designed for movement in a digital world. That is why the TRACER was designed to be operated using a standard computer keyboard, and many months of testing have resulted in the ergonomic placement of every control key. It should take you very little time to become accustomed to ship control. Don't be surprised that there is no joystick or mouse control; these are analog devices that have no place in a true digital world. As the Cybernauts are fond of saying; "Sticks are for kids!"

TRACER Construct Dimensions:

- **Length** - 360 Units / 18 feet / 5.5 meters
- **Width** - 240 Units / 12 feet / 3.7 meters
- **Height** - 80 Units / 4 feet / 1.2 meters

Offensive Subroutines:

- **Cannon Pulsar** (5 megawatt EMP) - For use against Raider ships, Seeker missiles, and Memory-Mine Discharge Cubes.
- **Cannon Pulsar** (Tracking mode) - Auto tracking all Raider ships and Seeker missiles.
- **Vertical Pulsar** (10 megawatt EMP) - Designed for use against Predator-Class Attack Programs, Mole Tunneling Programs, as well as most Memory-Mine defensive systems.
- **Barrier Thermite** (25 megawatt ESD) - Can be used like 'land-mines' against Mole Tunneling Programs. (Note: Only available in Sub-Grid)
- **X-Weapon** - eXperimental weapon (deletes all enemy in range) Warning: this weapon is unstable.

Defensive Subroutines

- **Positive Shield** - Defense against all forms of Electro-Magnetic weaponry.
- **Negative Shield** - Absorbs all EM wavebands, rendering your TRACER "Invisible" to all forms of Optical or Energy Scans.

Auxiliary Subroutines

- **Zone Scanner** (Long and Short Range) - Works like "Smart-Radar" to locate and identify programs and data-structures inside Cyberdrome.
- **Memory scanner / Mission Reporter** - Inside mining bases, use it to scan and identify adjacent Memory-cells. Out on the Grid, use it to receive reports on the status of your mission.
- **Memory Markers** (Red and Green) - Used for marking your way inside the vast maze-like corridors of CJER's Memory-Mining bases.
- **Gravity Field** - In Team Mode you can tow your partner's TRACER if needed. In Team-Competition Mode you can "steal" your opponent's Access-Code by ramming him with your

TRACER while your Gravity Field is on. In Solo Mode it can be used to pull a Mole Program off of its course.
- **Distress Beacon** - The Distress Beacon alerts your partner that you are in trouble. In Solo Mode it alerts the Fuel Ship that you need fuel.

Ship Configuration

- **Hyper Mode** - Ship configured for speed. (Not available in Sub-Grid).

  Shields at full normal strength. Ship exterior streamlined for speed.

  Max. speed = 1,000 Upf (= 400 mph / 644 kph)

  Cruise speed = 750 Upf (= 300 mph / 483 kph)

- **Armor Mode** - Ship configured for maximum protection.

  Shields at double strength. Max. speed = 200 Upf (= 80 mph / 129 kph)

- **Hyper-Jump** - Must be on the Grid and in Hyper-Mode to activate.

  Jumping will instantly move your ship 150,000 Units (1.4 miles / 2.25 km).

Fuel Transfer System (FTS)

- Since no program can exist inside Cyberdrome without Energy, your TRACER contains a small amount of **Protected Interface Power**, which keeps your TRACER from being deleted if you run out of Fuel. However, since you can't complete your Missions without Fuel, you can recharge your TRACER's Main Fuel-Cell from a variety of sources. Shielding must be OFF to transfer Fuel, and sources include;
- **Program Chargers** - Located inside Sub-Grid Memory-Mines as well as your own CommPort (they appear as a large RED "X" on the floor of the tunnels). Set your ship down on the Charger and switch your FTS to "Fill"../CyberdromeFONT>
- **Energizer Cubes** - Located inside Memory-Mines; a "waste" product of mining operations. Running over a Cube automatically loads its fuel. Note: Beware of Discharge-Cubes; they look similar, but will drain your fuel.
- **Another TRACER** - By setting your FTS to either "Drain" or "Fill", you can transfer fuel from one TRACER to another. In Solo Mode you can exchange Fuel with the Fuel-Ship, assuming it has any to give you. To call the Fuel-Ship (on the Grid), switch on your Distress Beacon.
- **The Grid** - During the Charge Cycle, you can "trickle-charge" off the main Grid itself. Just power-down on the Grid and switch your FTS to "Fill". This is a Very slow process, but it works. (Note: if you find yourself down in the Memory-Mines completely out of both fuel and battery power, switching your FTS to "Drain" will cause your ship to be jettisoned up to the surface

Grid).

Energy Systems

- The TRACER has 3 main energy systems; Engines, Weapons, and Shields. Each system works off of its own Battery, and each Battery can be recharged from the main Fuel-Cell. If your Fuel-Cell runs dry, you can transfer what energy you have left between batteries. Also, all auxiliary systems on the TRACER, such as the Zone Scanner, use energy from your Engine Battery. These systems will not function if your Engine Battery is drained.

Gate Access System

- Two types of Sub-Grid "Gates" can be opened with your TRACER's Gate Access System; the Security-Gates that surround and protect the Replicators, and the Exit-Gates similar to the ones inside our own CommPort Bases. Pressing your "Enter" key while facing an Exit-Gate (in the adjacent Memory cell) will open or close the Gate. To open a Security Gate you must have a Key-Cube in your ship's inventory (see "Mission-Briefing - Computer War").

TRACER Cockpit
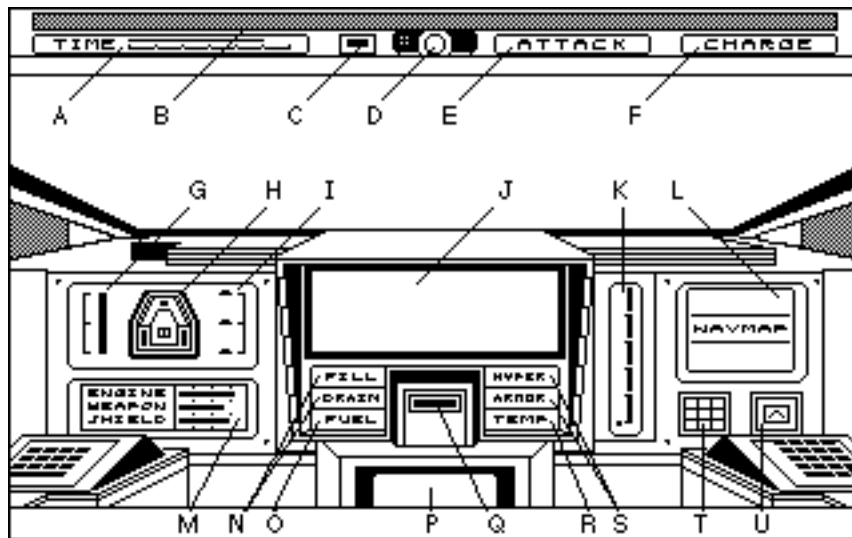
FORWARD DASHBOARD LAYOUT

A - Time remaining in Virus cycle

Time-bar shows time remaining in current cycle

B - Message Display

Displays messages from your teammate, ship's scanners, warnings, etc.

C -Time Warning

Flashes when Charge Cycle is near completion

D - Camera for Video-link to other TRACERs

Records your "virtual" head movements and transmits to other TRACERs

E - Virus Attack Cycle Indicator

Predator-Class Programs Attacking your CommPort when lit

F - Virus Charge Cycle Indicator

Predator-Class Programs recharging when lit

G - Engine Temperature

Shows temperature of engines when they become overheated

High engine temperature will result in unstable ship control

Very High engine temperature will result in fuel loss

H - Ship System Status

Graphical Display of Vital Ship Functions

I - Ship Elevation

Display of TRACER elevation

J - Field Scanner

"Radar" type scanner showing Energy output of nearby objects

Both Short and Long Range Scans available (Short-Range = Firing Range)

- GREEN BLIP = Friendly Programs (another TRACER)
- RED BLIP = Enemy Programs

K - Speedometer

Scales for Hyper and Armor Modes automatically set.

L - Sector Navigational Map

Shows your location within current Sector

- WHITE BLIP = Your TRACER's location
- PURPLE BLIP = Your Teammate's location (if within same Sector)

M - Battery Levels

Engine, Weapon, and Shield Battery level indicators

N - Fuel Transfer System status

Fill / Drain / Off

O - Low Fuel-Cell Warning

Fuel level below 20%

P - Monitor for Video-link to other TRACERs

Shows your Teammate's "virtual" head position

Q - Enemy Proximity Warning

Enemy Program within Firing Range

R - Engine Temperature Warning

Flashing RED = Temperature HIGH (Ship control will become unstable)

Flashing WHITE = Temperature CRITICAL (Fuel loss imminent)

S - TRACER Configuration

Toggle between Hyper Mode / Armor Mode

T - Sector Location Display

Shows which of the central 9 Sectors your ship is located in

Enlargement of Sector is shown on NavMap display

U - TRACER Direction Indicator

Shows your ship's direction relative to NavMap display

LEFT SIDE PANEL LAYOUT

A - Interface status

Shows your User ID

- Cyber-1
- Cyber-2

Shows your interface Mode

- Solo-Mode (1-pilot Computer War)
- Team-Mode (2-Pilot Computer War)
- Game-Mode (2-Pilot Training Game)

B - Charging status

Center display flashes when you are transferring Fuel

- Red flash = Fuel-Cell is being Drained
- Green Flash = Fuel-Cell is being Filled

RIGHT SIDE PANEL LAYOUT

A Inventory of Key-Cubes

Shows number of Security-Gate Key-Cubes collected

B Mine-Delete countdown

Lights up RED when Memory-Mine is preparing to delete itself

Countdown timer lights shows time remaining until Mine deletion

C Access-Code Inventory

Flashes GREEN if you have the Access-Code

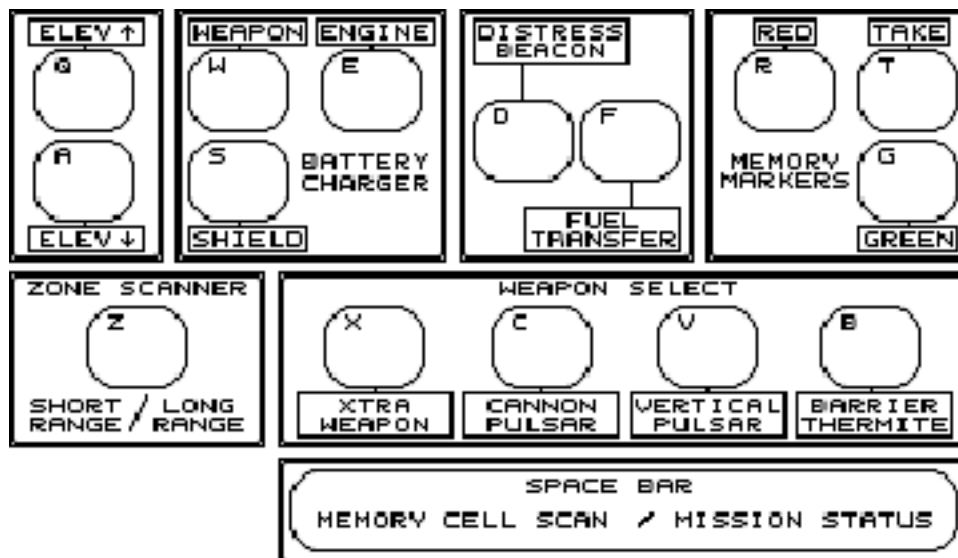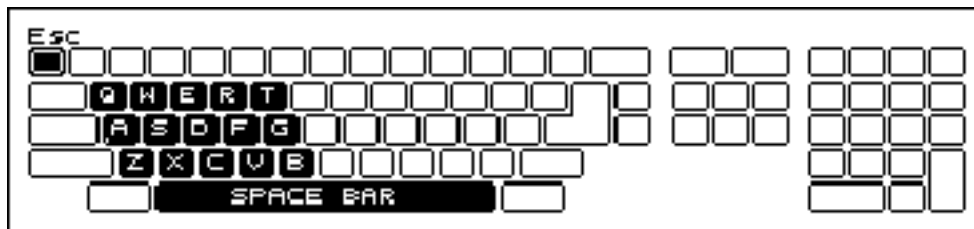Flashes RED if your teammate has the Access-Code

D Location in Cyberdrome

LEVEL = Level of infection in CommPort you are defending (6 Levels)

BASE = Memory-Mining Base currently open (3 Bases per CommPort)

Keyboard Control

Left Hand Keys

BATTERIES

- E = Engine Battery Boost
- W = Weapon Battery Boost
- S = Shield Battery Boost

AUXILIARY CONTROLS

- D = Distress Beacon (On / Off)
- B = Barrier Thermite
- F = Fuel Transfer System
  - (Fill / Drain / Off)

SCANNING SYSTEMS

- Z = Zone Scanner
  - (Short / Long / Off)
- SPACE BAR
  - Sub-Grid: Memory Scan
  - On-Grid: Mission Status

MEMORY MARKERS

- R = Red Marker Drop
- G = Green Marker Drop
- T = Take Marker (retrieve)

WEAPON SELECT

- C = Cannon Pulsar
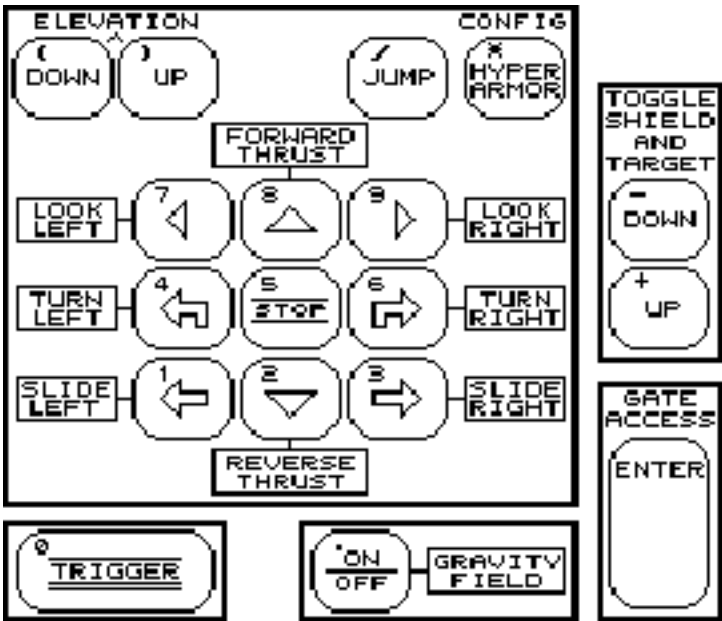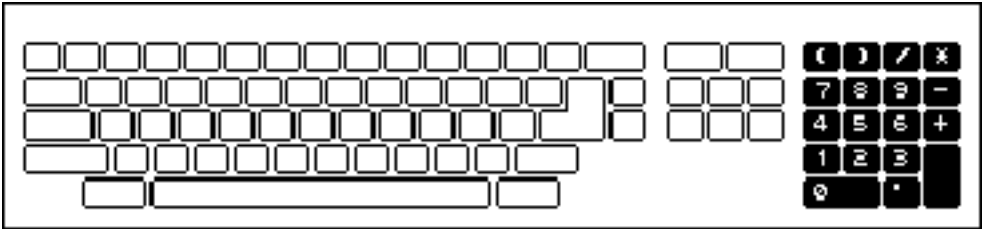- V = Vertical Pulsar
- X = X-Weapon

ALT. HELM CONTROL

- Q = Increase Elevation
- A = Decrease Elevation

INTERFACE CONTROL

- ESC = Pause Simulation
  - (Pause / Resume / Quit)

Right Hand Keys

HELM CONTROL

- 8 = Forward Thrust
- 2 = Reverse Thrust
- 4 = Turn Left 90 degrees
- 6 = Turn Right 90 degrees
- 1 = Slide Left
- 3 = Slide Right
- 5 = Stop All Thrusters
-

MISCELLANEOUS SYSTEMS

- 0 (ZERO) =
    - Weapon Trigger when weapons are ON,
    - otherwise toggle Gravity Field on/off
- . (PERIOD) = Fuel Transfer
    - (Fill/Drain/ Off)
- ENTER =
    - Sub-Grid: Gate-Access

HELM CONTROL

- (= Decrease Elevation
-) = Increase Elevation
- / = Activate Hyper-Jump
- * = Configure Hoverjet
    - Hyper Mode / Armor Mode

VIEW DIRECTION

- 7 = Rotate View to Left
- 9 = Rotate View to Right

SHIELD CONTROL

- - = Decrease Polarity
- + = Increase Polarity\Toggle Shield Polarity Settings;
- (-) = Negative Shield ON

- ○ On-Grid: Locate Base
- ● Null Shield - No Shielding
- ● (+) = Positive Shield ON
- ● (++) = Weapons & Target ON

Two-Player Communications

Since many of you will be interfacing with other Cybernauts across a modem , two methods of communicating with your partner have been set up. These are;

Direct-Comm Message System

While in Direct-Comm Mode, all TRACER control keys will be temporarily switched back to standard text keys, with the exception of those defined below, so that you can type a short message to send to your partner (max. 30 characters).

KEY ACTION TAKEN

**** = ENTER DIRECT-COMMUNICATIONS OR EXIT AND SEND MESSAGE

BS = (Back Space) BACKUP ONE CHARACTER IN MESSAGE

DEL = (Delete Key) ABORT DIRECT-COMM - DO NOT SEND MESSAGE

CR = (Return Key) EXIT DIRECT-COMM - SEND MESSAGE

Quick-Comm Message System

15 predefined messages can be sent instantly by pressing a single key.

STANDARD MESSAGE KEYS

KEY MESSAGE SENT MEANINGS

H = HOW ARE YOU CYBERNAUT Hi, there / Are you OK ?

Y =YES / OK Yes, I agree / I'm OK

N =NO / NOT OK No, I disagree / I'm NOT OK

I = I'LL FOLLOW YOU I'll follow you / I'll come to you

U = U (YOU) FOLLOW ME You follow me / You come to me

L = LET'S SPLIT UP Let's go in different directions

J = JUNK MY LAST MESSAGE My last message was incorrect

[= RETURNING TO COMMPORT I'm going back to the CommPort

] = GOING TO MEMORY-MINE I'm going out to the Memory-Mine

: = SHOULD WE TAKE A BREAK I need to take a short break, OK?

" = SHOULD WE EXIT SIMULATION Do you want to end the simulation?

M = MESSAGE REPEAT Reprints last message from partner

VARIABLE MESSAGE KEYS: INSIDE MEMORY-MINES

O = ON TARGET TO TRANSMITTER I'm ready to delete Transmitter

K = KEY TO SECURITY GATE FOUND I found one of the Key-Cubes

P = PROGRAM CHARGER FOUND I found a Program Charger

VARIABLE MESSAGE KEYS: INSIDE COMMPORT BASE

O = ON TARGET TO MOLE I found the Mole Program

K = KILLED MOLE PROGRAM I just deleted the Mole Program

P = PROGRAM CHARGER FOUND I'm recharging my batteries

VARIABLE MESSAGE KEYS: ON MAIN GRID

O = ON TARGET TO PREDATOR I found the Predator Program

K = KILLED PREDATOR PROGRAM I just deleted the Predator

P = PREDATOR DEFEATED ME I couldn't stop the Predator

Glossary and Abbreviations

AI - Artificial Intelligence

Armor Mode - TRACER configured for maximum protection

Attack Cycle - Attack Programs attacking CommPort during this cycle

Attack Program - Program designed to attack and delete another program

Bantam - Virus attack program modeled after a road runner (bird)

CommPort - See Communications Port

Communications Port - Link between Cyberdrome and the "real" world

Charge Cycle -Attack Programs recharging during this cycle

Charger - Memory block used to recharge programs (including TRACERs)

CJER - Cyberdrome Jurisdictional Enforcement Routine

Cluster - Section of Cyberdrome containing 1 CommPort (= 15x15 Sectors)

Construct - 3-dimensional representation of a program

Cube - Data block; types include Energizers, Dischargers, and Key-Cubes

CyberControl - Central Control for Cyberdrome Activities

Cyberdrome - A Permanent Memory System designed to "grow" programs.

CyberForce - Agency formed to train Cybernauts in computer warfare

Cybernaut - Term for experienced TRACER pilot

Decision-Gate - A Memory-Cell that Opens and Closes in a regular cycle

EMP - Electro-Magnetic Pulse

ESD - Electro-Static Discharge

Entrance-Gate - Entrance to Sub-Grid Memory base

Exit-Gate - Exit from Sub-Grid Memory base

Grid - Term for Cyberdrome's main open Memory plane

Raider - Attack program modeled after TRACERs

Hyper Mode - TRACER configured for maximum speed

Infected Program Zone (IPZ) - Infected region of Cyberdrome

Jump - Hyper-space translation - instant movement to another part of the Grid

Kilo-Unit - One thousand Units (= 50 feet / 15 meters)

Mantis - Virus attack program modeled after praying mantis

Matrix - Cyberdrome's Permanent 3-Dimensional Holographic Memory

Mole - Virus tunneling program

Negative Shield - Shield charged to absorb all incoming energy

Port - See Communications Port

Positive Shield - Shield charged to deflect all incoming energy

Predator Program - Attack Program modeled after predatory life-forms

Pulsar - EMP-type weapon used to delete other programs

Randomizer - Routine used to randomly alter attack strategies

Replicator - Program which copies other programs

Rhea-Fx - Company that created Cyberdrome

Scanner - Routine to identify nearby programs (similar to radar)

Sector - Section of Cyberdrome Memory (= 1 million x 1 million Units)

Security-Gate - Protected opening to restricted Memory

Seeker - A small "energy-seeking" missile program.

Spider - Virus attack program modeled after a spider

Sub-Grid - Term for Memory below Cyberdrome's main open Memory plane

Target Scope - Used to aim TRACER's Weapon systems

Thermite - ESD-type weapon used like "land-mines" in Memory-Mines

TRACER - Tactical Realtime Armored Cyberdrome Enforcement Routine

Transmitter - Main I/O routine inside Communications Port

Unit - Smallest unit of measure in Cyberdrome (= 0.05 feet / 0.015 meters)

Upf - Units per frame (At 12 frames per second: 1000 Upf = 400 mph)

Virus - A program which can invade and alter another program

Cyberdrome

Atari Shareware Version 1.2

By RHEA-FX